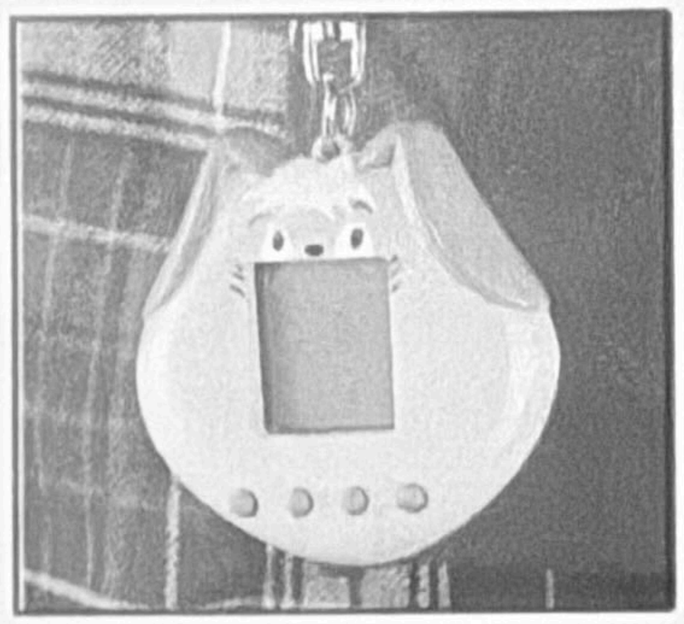
EXCITE®

SukoSHi ©97

VIRTUAL REALITY PET

GAME



INSTRUCTION SHEET

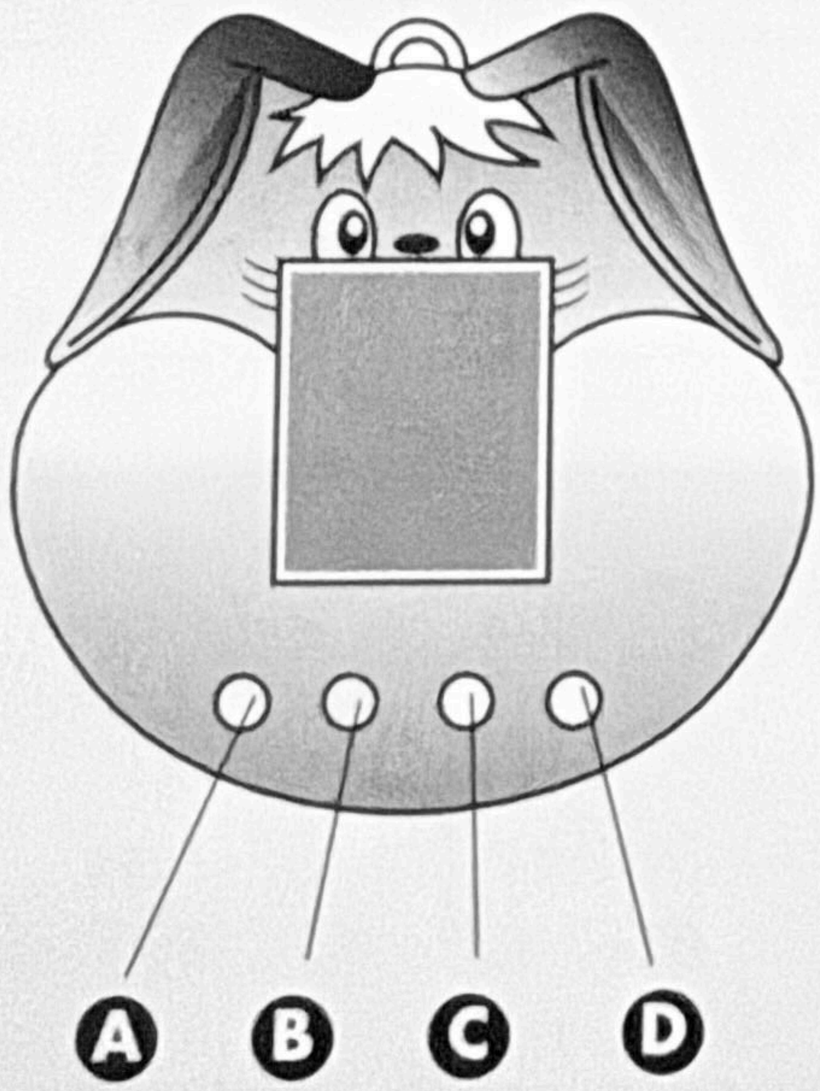
YOUR VIRTUAL REALITY PET, LIKE A REAL PET, NEEDS YOUR HELP.

YOU MUST TAKE GOOD CARE OF SUKOSHI OR HE WILL "PASS AWAY". DON'T WORRY, HE'LL RETURN WHEN YOU PRESS THE RESET BUTTON ON THE BACK OF THE UNIT.

THE KEY POINT OF THIS GAME IS TO DO WHAT SUKOSHI REQUESTS **WHEN** HE REQUESTS IT...IF YOU RESPOND HE'LL BE HAPPY, HEALTHY, AND CONTENT FOR MANY DAYS.

THE OBJECT OF THIS GAME IS TO GET SUKOSHI TO 30 VIRTUAL REALITY YEARS AS FAST AS POSSIBLE. IT WON'T BE EASY, BUT IF YOU READ AND FOLLOW THESE INSTRUCTION YOU CAN DO IT.

JUST FOUR BUTTONS TO MASTER



A PRESS (A) TO SEE WHAT SUKOSHI WANTS WHEN HE BEEP-BEEPS.

B PRESS (B) TO SELECT WHAT HE WANTS OR NEEDS TO KEEP HIM HAPPY

C PRESS (C) TO DISCIPLINE HIM WHEN HE'S NAUGHTY OR TO ESCAPE FROM CURRENT DISPLAY

D PRESS (D) TO CHECK ON SUKOSHI'S AGE, WEIGHT*, MOOD, CHARACTER, HEALTH AND ENVIRONMENT.

* WEIGHT IN KILOGRAM (2.2 POUNDS EQUAL 1 KILOGRAM).

SukoSHi ©97 **ALWAYS KNOWS WHAT TIME IT IS.**

WHEN YOU FIRST "ADOPT YOUR PET", PULL THE TAB FROM THE BATTERY COMPARTMENT.

PRESS (A) TO SET HOUR

PRESS (B) TO SET MINUTES

PRESS (C) TO CONFIRM

YOU MUST WAIT 5 MINUTES AFTER YOU SET THE CLOCK THE FIRST TIME FOR SUKOSHI TO BE "BORN". THEN WHEN SUKOSHI "CALLS" (BEEP BEEP SOUND), PRESS (A) BUTTON. SUKOSHI WILL SHOW YOU WHAT HE WANTS. NOTE: RANDOM REPSONSE: COULD TAKE AWHILE FOR HIM TO REQUEST SOMETHING. PRESS (B) BUTTON TO GIVE HIM WHAT HE WANTS AND CONFIRM SELECTION. SUKOSHI WILL SMILE AND STAY HAPPY.

YOU CAN CHECK ON SUKOSHI'S CONDITION AT ANY TIME BY PRESSING THE (D) BUTTON...THE MORE DOTS YOU HAVE FOR HEALTH, ENVIRONMENT AND CHARACTER (UP TO 24 DOTS) THE BETTER.

HEALTH

ENVIRONMENT

CHARACTER

SUKOSHI STARTS WITH 24 DOTS WHEN HE'S "BORN". TRY TO KEEP ALL OF THEM. IT'S NOT EASY.

MOOD

STARTS WITH NO DOTS AND YOU WANT TO TRY TO KEEP IT THAT WAY. IT'S ALMOST IMPOSSIBLE.

IF YOU DO TAKE GREAT CARE OF SUKOSHI AND KEEP THE HEALTH, ENVIRONMENT AND CHARACTER AT 24 DOTS AND THE MOOD AT ZERO FOR A FULL DAY SUKOSHI WILL REWARD YOU BY GAINING A FULL YEAR THE NEXT DAY. HE MAY GO FROM SAY 7 YEARS TO 9 YEARS IN ONE 24 HOUR PERIOD. NOT EASY, SEE IF YOU CAN DO IT.

YOU HAVE SIX OF LIFE'S ACTIVITIES TO PERFORM TO KEEP SUKOSHI HAPPY

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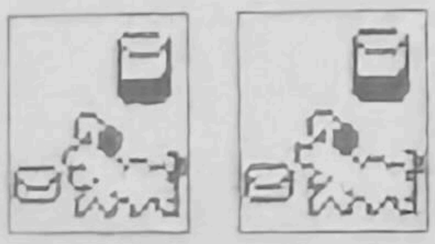
1. YOU MUST FEED HIM
2. CLEAN UP AFTER HIM
3. KEEP HIM HEALTHY
4. PLAY WITH HIM
5. DISCIPLINE HIM
6. LET HIM SLEEP WHEN HE NEEDS TO

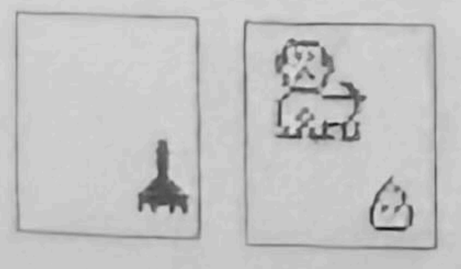
1 FEEDING



WHEN SUKOSHI IS READY TO EAT, HE'LL HAVE 2 CHOICES...PRESS BUTTON (A) TO SELECT FOOD OR WATER. PRESS BUTTON (B) TO CONFIRM. YOU'LL SEE SUKOSHI EAT. IF HE'S HUNGRY. IF NOT, HE'LL TURN AWAY FROM THE FOOD OR LIQUID.

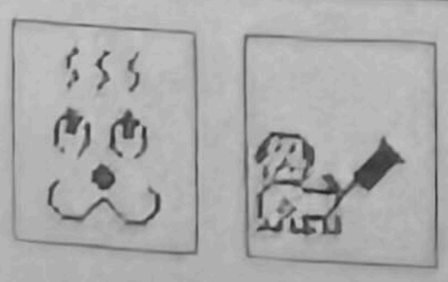
TRY TO FEED HIM AT LEAST TWO TIMES EACH TIME HE'S HUNGRY...HE'LL GROW MUCH FASTER IF YOU DO.

2 CLEANING UP



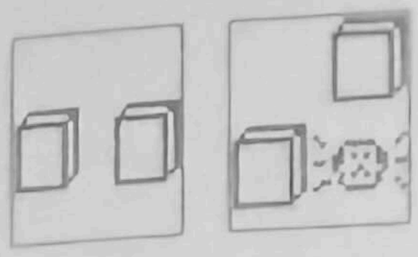
SUKOSHI, LIKE REAL PETS, DO NORMAL THINGS THAT MUST BE CLEANED UP...WHEN SUKOSHI BEEPS AND YOU PRESS THE (A) BUTTON, YOU MAY SEE WHERE HE'S MESSED UP. PRESS THE (B) BUTTON AND THE (BROOM) ICON WILL SWEEP ACROSS THE SCREEN.... CLEANING UP SUKOSHI'S MESS.

3 HEALTH



WHEN SUKOSHI BEEPS AND YOU PRESS THE (A) BUTTON, YOU SEE THE "SICK" ICON. PRESS BUTTON (B), SUKOSHI WILL BE GIVEN A SHOT AND STAY HEALTHY.

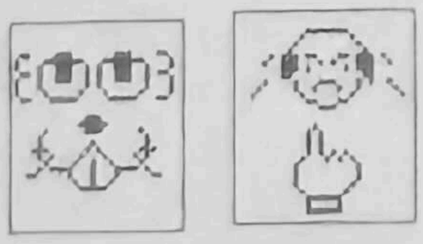
4 PLAY



YOU CAN PLAY GAMES WITH SUKOSHI AT ANY TIME DURING THE DAY. JUST PRESS THE (A) BUTTON FOR GAMES... THEN THE (B) BUTTON TO SEE WHO "WINS". SUKOSHI ALWAYS PLAYS 5 GAMES IN A ROW, THEN SHOWS THE WINNER AT THE END OF THE 5TH GAME... YOU CAN CANCEL GAME PLAY AT ANYTIME BY PRESSING THE (C) BUTTON.

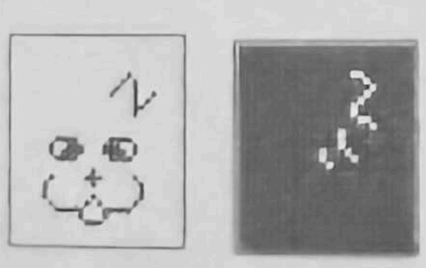
NOTE: SUKOSHI LOOSES WEIGHT EACH TIME YOU PLAY WITH HIM ...BE CAREFUL.

5 DISCIPLINE



SUKOSHI , LIKE A REAL PET, CAN BE NAUGHTY AND YOU MUST DISCIPLINE OR CORRECT HIM...WHEN SUKOSHI BEEPS AND DOESN'T SHOW YOU WHAT HE WANTS, PRESS THE (C) BUTTON TO DISCIPLINE HIM.

6 SLEEPING



SUKOSHI NEEDS HIS SLEEP.
WHEN HE'S FIRST BORN HE'LL NAP EACH DAY AT NOON FOR 1 HOUR AND SLEEP FROM 8:00 PM TO 8:00 AM EACH NIGHT....YOU CAN'T WAKE HIM DURING THIS TIME, YOU CAN CHECK THE TIME AND HIS CONDITION ONLY.

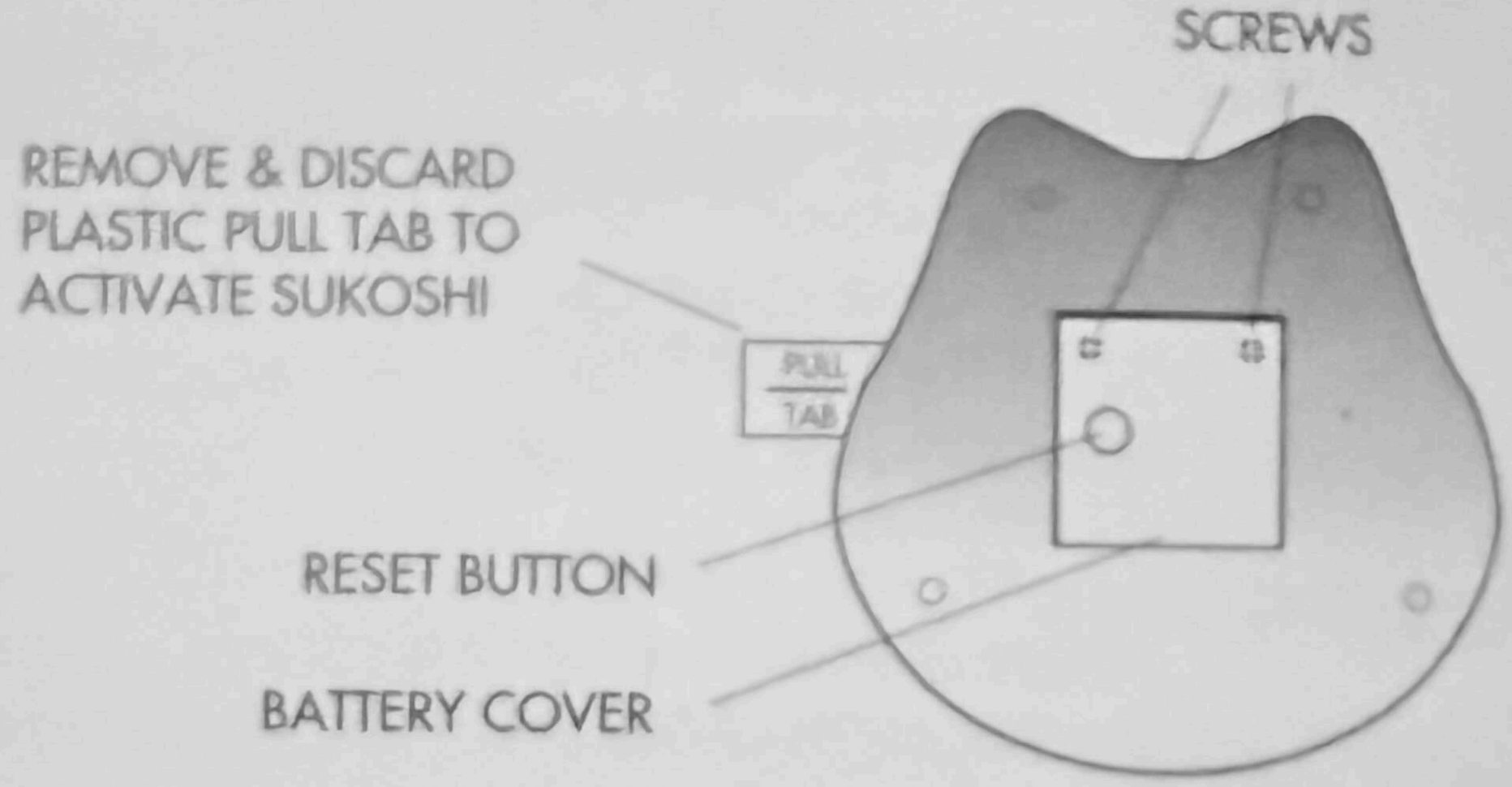
SUKOSHI HAS FOUR STAGES IN LIFE

• BABY • ADOLESCENT • MIDDLE AGE • ELDERLY

	AGE-DAYS	STARTS YAWNING	NAPS	SLEEPING	MESSED UP #1	MESSED UP #2	ILLNESS	FEEDING
BABY	0 – 4	7 PM –8 PM	12–1 PM	8PM–8AM	3	4	3	6
ADOLESCENT	5 – 12	7 PM –9 PM	-	9PM–9:30AM	2	3	2	5
MIDDLE AGED	13 – 21	8:30PM – 9:30 PM	-	9:30PM–9AM	2	2	2	5
ELDERLY	22 – 30	8 PM – 9 PM	-	9 PM–9 AM	1	1	3	5

NOTE: MESSED UP – ILLNESS – FEEDING – WALKING ARE RANDOM ACTIVITIES.
SUKOSHI CAN BEEP ANY TIME DURING THE DAY TO REQUEST ANY OF THEM.
HE'S QUIET ONLY WHEN HE'S SLEEPING ... JUST LIKE A REAL PET

SUKOSHI CAN BE RESET AT ANY TIME...WITH A THIN PEN (PENCIL) LIGHTLY PRESS THE RESET BUTTON ON BACK. SEE DRAWING BELOW. DO NOT PRESS TOO HARD OR SUKOSHI WILL BE PERMANENTLY DAMAGED.



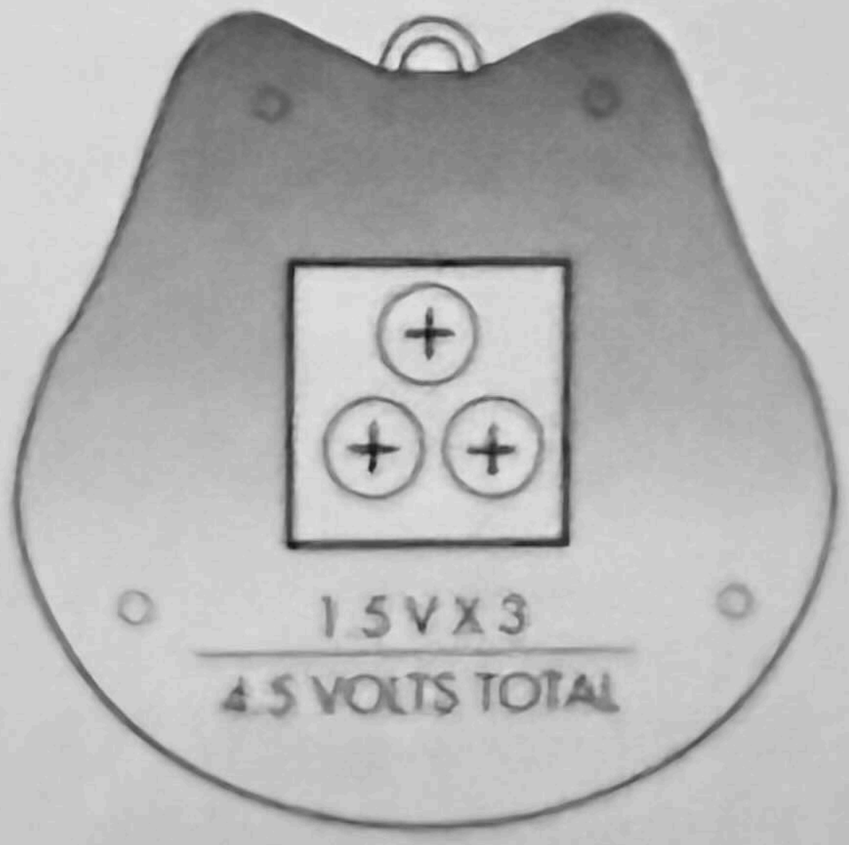
SUKOSHI REQUIRES
3 EACH OF ONE OF
THE FOLLOWING TYPE
BUTTON CELL BATTERIES
G13A, AG13, OR LR44

G13A BATTERIES
ARE INCLUDED IN THIS PET

BATTERIES ARE INCLUDED
FOR DEMONSTRATION
PURPOSES ONLY AND
MAY NEED TO BE REPLACED
BY THE CONSUMER.

BATTERY LIFE DEPENDS ON
AMOUNT OF TIME GAME
IS PLAYED.

BACK SIDE OF UNIT



WARNING:

This product contains BUTTON CELL BATTERIES.
Replacement of batteries should be done by an adult.
Do not mix old batteries and new batteries.
Do not mix alkaline, standard or rechargeable batteries.

EXCITE®
1270 CHAMPION CIRCLE
CARROLLTON, TX 75006

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MADE IN CHINA